SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		**MIL00-31A**	
ORIGINATOR	**SPONSOR**	**DATE RECEIVED**	**DATE OF ACTION**
PM FATDS	**ARMY**	**August 6, 2001**	**July 24, 2003**
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, **ATI ZONE, CIRCULAR**			
SUGGESTED CHANGE			

The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.

1. The purpose of the radar Artillery Target Intelligence (ATI) Zone, Circular symbol is to graphically display to commanders geometry used by fire support radar's to designate an area from which targeting intelligence data of enemy indirect fires is gathered.
2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Areas" hierarchy, 2.X.4.3, figure B-17, and table B-IV.

OVERVIEW:

Currently, the standard does not contain a symbol depicting radar ATI Zones, Circular. The purpose of the radar ATI Zone, Circular symbol is to graphically display to commanders and operators the geometry used with fire support radar's to designate an area from which targeting intelligence data of enemy indirect fires is gathered. Incorporation into MIL STD 2525B, which will be used in GSD, will allow the symbols to be transmitted/received by all battlefield system. The radar ATI Zone, Circular is a required symbol for use in the COP/CTP and to be shared across the battlefield. The development of the COP/CTP is required of all ABCS Component systems. Fire Support systems are the producer of the radar ATI Zone, Circular for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.

OPERATIONAL DESCRIPTION

In general, an ATI Zone, Circular symbol is used to graphically display to commanders and operators the geometry used with fire support radar's to designate an area from which targeting intelligence data of enemy indirect fires would be gathered and sent to Fire Support systems. One (1) point location and a radius defined in meters are required to graphically display a ATI Zone, Circular. The minimum information required to interoperate with another system is defined below.

IMPLEMENTATION

Description: **Fire Support, Areas, Target Acquisition Zones, ATI Zone, Circular**

Parameters:
1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.

2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.

3. Orientation. Not applicable.

Fixed/Dynamic: Dynamic

Hierarchy: 2.X.4.3.3.1.3

Symbol ID: G*F*AZIC--****X

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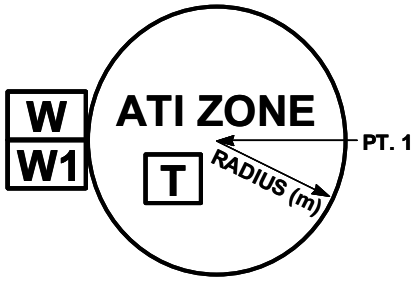
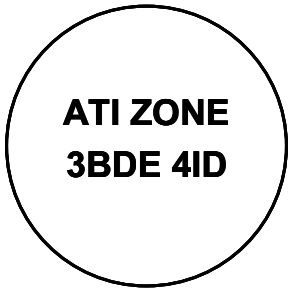
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, **ATI ZONE, CIRCULAR**			

Tactical Graphic:



Example:



JIEO ANALYSIS
See JIEO ANALYSIS MIL00-31A.doc
C/S/A COMMENTS
DECISION NOTICE
Approved at SSMC 2-03.

Attachment A

Tasks:
1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

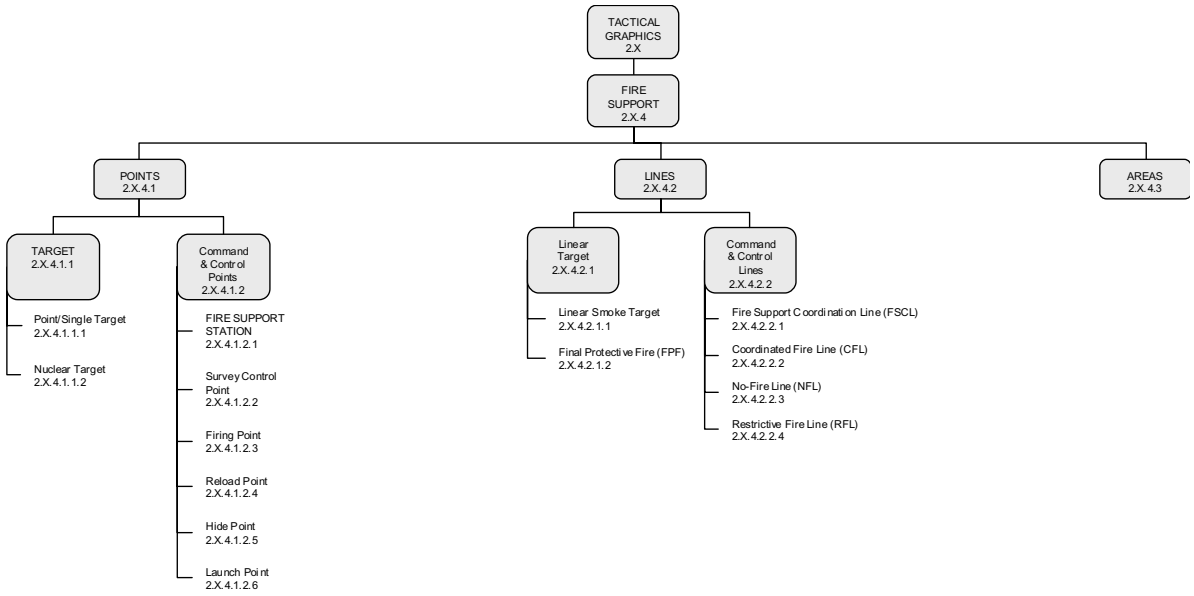


Figure B-17.1. Fire Support.

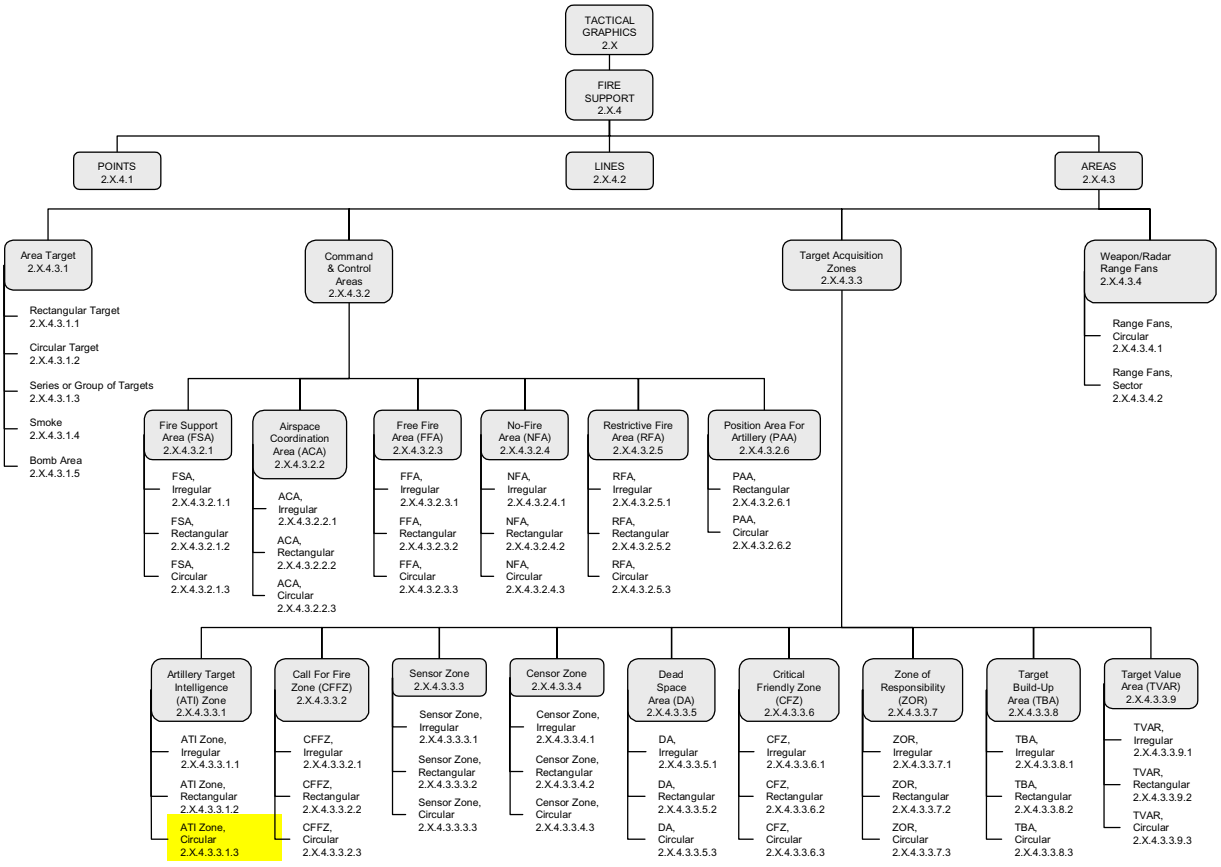


Figure B-17.2. Fire support.

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X	POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	**	X	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	**	X	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	**	X	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	**	X	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	**	X	LAUNCH POINT
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LT	--	--	**	**	X	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	**	X	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X	COMMANDAND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	--	--	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	C-	--	**	**	X	CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	R-	--	**	**	X	RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	**	X	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	**	X	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC	SI	--	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC	SR	--	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.1.3	G	*	F	*	AC	SC	--	**	**	X	FIRE SUPPORT AREA (FSA), CIRCULAR
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC	AI	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC	AR	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.2.3	G	*	F	*	AC	AC	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), CIRCULAR
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC	FI	--	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC	FR	--	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.3.3	G	*	F	*	AC	FC	--	**	**	X	FREE FIRE AREA (FFA), CIRCULAR
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC	NI	--	**	**	X	NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC	NR	--	**	**	X	NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.4.3	G	*	F	*	AC	NC	--	**	**	X	NO-FIRE AREA (NFA), CIRCULAR

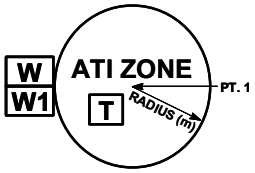
Attachment A

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4.3.2.5	G	*	F	*	AC	R-	--	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.5.1	G	*	F	*	AC	RI	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), IRREGULAR
2.X.4.3.2.5.2	G	*	F	*	AC	RR	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
2.X.4.3.2.5.3	G	*	F	*	AC	RC	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), CIRCULAR
2.X.4.3.2.6	G	*	F	*	AC	P-	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.2.6.1	G	*	F	*	AC	PI	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), IRREGULAR
2.X.4.3.2.6.2	G	*	F	*	AC	PC	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), CIRCULAR
2.X.4.3.3	G	*	F	*	AZ	--	--	**	**	X	TARGET ACQUISITION ZONES
2.X.4.3.3.1	G	*	F	*	AZ	I-	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
2.X.4.3.3.1.1	G	*	F	*	AZ	II	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
2.X.4.3.3.1.2	G	*	F	*	AZ	IR	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR
2.X.4.3.3.1.3	G	*	F	*	AZ	IC	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, CIRCULAR
2.X.4.3.3.2	G	*	F	*	AZ	X-	--	**	**	X	CALL FOR FIRE ZONE (CFFZ)
2.X.4.3.3.2.1	G	*	F	*	AZ	XI	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
2.X.4.3.3.2.2	G	*	F	*	AZ	XR	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), RECTANGULAR
2.X.4.3.3.2.3	G	*	F	*	AZ	XC	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), CIRCULAR
2.X.4.3.3.3	G	*	F	*	AZ	S-	--	**	**	X	SENSOR ZONE
2.X.4.3.3.3.1	G	*	F	*	AZ	SI	--	**	**	X	SENSOR ZONE, IRREGULAR
2.X.4.3.3.3.2	G	*	F	*	AZ	SR	--	**	**	X	SENSOR ZONE, RECTANGULAR
2.X.4.3.3.3.3	G	*	F	*	AZ	SC	--	**	**	X	SENSOR ZONE, CIRCULAR
2.X.4.3.3.4	G	*	F	*	AZ	C-	--	**	**	X	CENSOR ZONE
2.X.4.3.3.4.1	G	*	F	*	AZ	CI	--	**	**	X	CENSOR ZONE, IRREGULAR
2.X.4.3.3.4.2	G	*	F	*	AZ	CR	--	**	**	X	CENSOR ZONE, RECTANGULAR
2.X.4.3.3.4.3	G	*	F	*	AZ	CC	--	**	**	X	CENSOR ZONE, CIRCULAR
2.X.4.3.3.5	G	*	F	*	AZ	D-	--	**	**	X	DEAD SPACE AREA (DA)
2.X.4.3.3.5.1	G	*	F	*	AZ	DI	--	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
2.X.4.3.3.5.2	G	*	F	*	AZ	DR	--	**	**	X	DEAD SPACE AREA (DA), RECTANGULAR
2.X.4.3.3.5.3	G	*	F	*	AZ	DC	--	**	**	X	DEAD SPACE AREA (DA), CIRCULAR
2.X.4.3.3.6	G	*	F	*	AZ	F-	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ)
2.X.4.3.3.6.1	G	*	F	*	AZ	FI	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
2.X.4.3.3.6.2	G	*	F	*	AZ	FR	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR
2.X.4.3.3.6.3	G	*	F	*	AZ	FR	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR
2.X.4.3.3.7	G	*	F	*	AZ	Z-	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
2.X.4.3.3.7.1	G	*	F	*	AZ	ZI	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
2.X.4.3.3.7.2	G	*	F	*	AZ	ZR	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR
2.X.4.3.3.7.3	G	*	F	*	AZ	ZC	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), CIRCULAR
2.X.4.3.3.8	G	*	F	*	AZ	B-	--	**	**	X	TARGET BUILD-UP AREA (TBA)
2.X.4.3.3.8.1	G	*	F	*	AZ	BI	--	**	**	X	TARGET BUILD-UP AREA (TBA), IRREGULAR
2.X.4.3.3.8.2	G	*	F	*	AZ	BR	--	**	**	X	TARGET BUILD-UP AREA (TBA), RECTANGULAR
2.X.4.3.3.8.3	G	*	F	*	AZ	BC	--	**	**	X	TARGET BUILD-UP AREA (TBA), CIRCULAR
2.X.4.3.3.9	G	*	F	*	AZ	V-	--	**	**	X	TARGET VALUE AREA (TVAR)
2.X.4.3.3.9.1	G	*	F	*	AZ	VI	--	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR
2.X.4.3.3.9.2	G	*	F	*	AZ	VR	--	**	**	X	TARGET VALUE AREA (TVAR), RECTANGULAR
2.X.4.3.3.9.3	G	*	F	*	AZ	VC	--	**	**	X	TARGET VALUE AREA (TVAR), CIRCULAR
2.X.4.3.4	G	*	F	*	AX	--	--	**	**	X	WEAPON/RADAR RANGE FAN
2.X.4.3.4.1	G	*	F	*	AX	C-	--	**	**	X	WEAPON/RADAR RANGE FAN, CIRCULAR
2.X.4.3.4.2	G	*	F	*	AX	S-	--	**	**	X	WEAPON/RADAR RANGE FAN, SECTOR

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE	N/A	2.X.4.3.3.1	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE IRREGULAR Parameters 1. Anchor points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable.	D	2.X.4.3.3.1.1 G*FPAZII-- ****X Example	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE RECTANGULAR Parameters 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points.	D	2.X.4.3.3.1.2 G*FPAZIR-- ****X Example	

Attachment A

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE CIRCULAR Parameters 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.	D	2.X.4.3.3.1.3 G*FPAZIC-- ****X	
		Example	